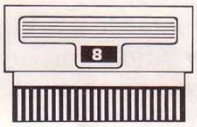
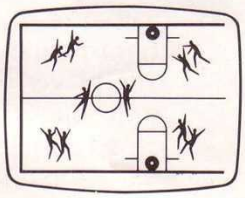
BASKETBALL

. . . Action packed one-on-one Basketball as the players dribble the ball, shoot, and score!

GAME AIDS

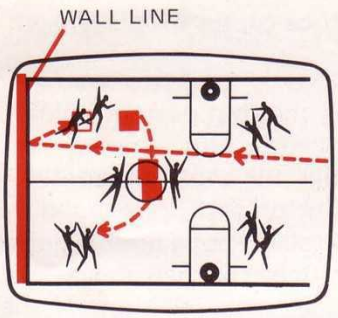


Game Card No. 8



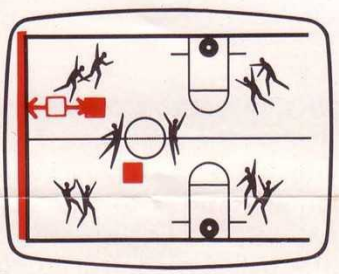
Game Overlay

Scoreboard



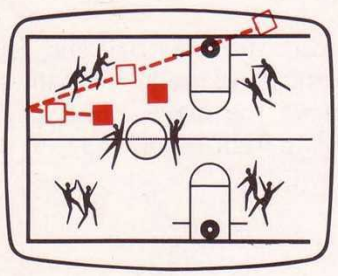
THE CENTER JUMP

A



THE DRIBBLE

B



SCORING A FIELD GOAL

C

Set Up

1. Insert Game Card No. 8 into Master Control Unit.
2. Place the Basketball Overlay on the Screen.
3. Each player chooses the goal he wishes to defend.
4. Using the Center control, position the wall at the left side of the court.

The Plays

The Center Jump

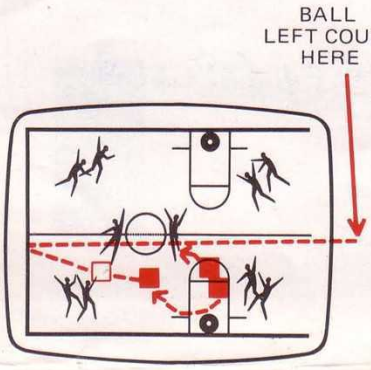
Player 1 and Player 2 position themselves in the center jump circle covering one another. Both players center their English Controls. When player No. 2 presses his Reset Button the ball will come near the center jump circle and touch the wall and then bounce to the right. As soon as the ball moves to the right, the players may move their Vertical and Horizontal Controls to attempt to capture the ball and cause it to bounce between themselves and the wall. This is a dribble. **(Illustration A)**

The Dribble

The dribble takes place when one player has the ball bouncing between himself and the wall. By moving the English and Vertical Controls in the same direction, the ball may be dribbled from one end of the court to the other. The player must always stay on the left side of the foul circles while dribbling. **(Illustration B).**

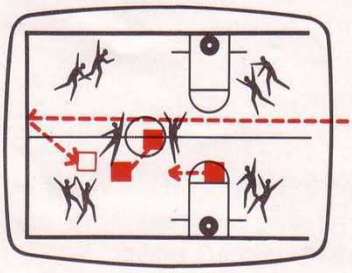
The Shot for a Field Goal

Any movement of the ball toward a basket is considered a shot. A shot may be made from the dribble by moving the English control to cause the ball to miss the player spot and then move toward the basket. A shot may also be started by moving the vertical control and moving the player. Of course a shot may be made by either player at anytime during the game from any position. A field goal is scored if the center of the basket is lit by the ball, regardless of which player last contacted the ball. A field goal is two points. **(Illustration C)**



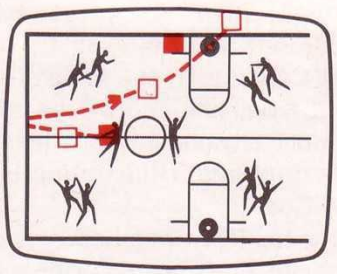
RETURNING
"OUT OF BOUNDS" BALL
TO PLAY

D



RETURNING
BALL TO PLAY AFTER
A FIELD GOAL

E



THE FOUL SHOT

F

Ball out of Bounds

A ball is out of bounds if it leaves the court without a field goal being scored. To return the ball to play, both players position themselves upon one another at the foul line on the side of court from which the ball left and then use the center jump procedure to return the ball to play. **(Illustration D)**

Returning the Ball to Play after a Field Goal is Scored

The player scoring the field goal positions himself at his own foul line, the other player positions himself in the center jump circle, and then the Center Jump procedure is used to return the ball to play. **(Illustration E)**

Jump Ball

A Jump Ball occurs whenever the ball leaves the playing court on the left side. The ball is returned to play by the Center Jump.

Foul

A player has committed a foul if at anytime during the play he passes through or causes his player spot to light up either basket.

The Foul Shot

The player committing the foul positions himself at the left side of the opponent's foul lane adjacent to the basket and just touching the short horizontal line. The Player No. 2's Reset Button is depressed and the player shooting the foul shot establishes a dribble anywhere on his side of the center line. He then moves his English Control and attempts to sink his shot. If the basket lights, he scores one point and the ball is returned to play as if a field goal had been scored. If the basket does not light, the ball is returned to play as an out of bounds ball. **(Illustration F)**

The Game

A game is won by the first player to score 24 points and at least two more points than the opponent. The game is started by a center jump. Then each player maneuvers his vertical and horizontal controls to gain control of the ball. Remember that only the English control of the last player to touch the ball has control of the ball's direction.

A player may attempt a shot at any time from any direction. He may also attempt to steal the ball from a dribble by the other player. He may block a shot by the other player also.

The basic strategy is to capture the ball and establish a dribble. Then make a shot and while the ball is moving toward the basket, move the player spot to the right side of the basket for a tip-in or rebound.

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